SCATHEBEAST

Prodigious Beasts of Burden

Habitat: Mountains, Plains; **Treasure:** None

These massive creatures could be called one part oxen, one part cow, but that comparison doesn't truly do them justice. The scathebeast is a huge four-legged creature that slowly trawls through the plains, typically in a herd of several individuals. They secrete an acidic slime from their mouth that eases their path forward and allows them to slide the bulk of their body forward with minimal effort, leaving a trail of dead and flattened grass in their wake. This makes them incredibly easy to track, but few hunters are up to the task. The only consistent predators of the scathebeast are dragons, black dragons in particular, who have a fondness for the taste of their flesh. This has led to an innate fear of fire and large flying creatures in most scathebeasts who have only ever experienced a true threat in the form of a draconic creature.

While incredibly ornery, these creatures can be captured and domesticated with great effort. This is usually done by intelligent creatures who seek to use them for manual labour or as a renewable source of acidic slime which can be put to all manner of purpose.

There is an ancient legend that scathebeasts were first created by a powerful witch who placed a curse on an entire civilization of dragonborn, dooming them to crawl along the earth as scathebeasts for all time. There is little to no evidence that

this legend is true, however, in many dragonborn cultures it is still considered taboo to attack the creatures as a result.

Scathebeasts eat by dissolving food and absorbing it directly through their skin. The slime secreted by a scathebeast can change in colour, consistency, and acidity based on its diet as well as its circumstances. Typically its acid is gentle enough to not destroy the roots of the plants they eat, and merely aids in digestion. Though if the scathebeast is in danger it can secrete an acid so potent it will melt flesh and bone in seconds. This acidic slime, which coats the creature's body, can also be fine tuned in order to mitigate damage taken from many different sources.

Scathebeast

Large Beast, Unaligned

AC 13 **Initiative** -2 (8)
Hit Points 94 (8d10 + 50)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+6	**DEX** 6	-2	-2	**CON** 20	+5	+7
INT 2	-4	-4	**WIS** 16	+3	+5	**CHA** 7	-2	-2

Skills Perception +5
Immunities Acid
Senses Darkvision 60 ft., Passive Perception 10
Languages None
Challenge 4 (XP 1,100; PB +2)

Actions

Multiattack. The scathebeast makes an attack with its crush, and then uses any action it has available.

Crush. *Melee Attack Roll:* +6 to hit, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 7 (3d4) Acid damage. If the target is a Large or smaller creature and the scathebeast moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Slime Spit. *Ranged Attack Roll:* +6 to hit, reach 15/30 ft. *Hit:* 12 (5d4) Acid damage.

Slime Spray (Recharge 4-6). *Dexterity Saving Throw*: DC 15, each creature in a 15-foot Cone. Failure: The creature takes 7 (3d4) Acid damage and its movement speed is reduced to 0 until a creature takes an action to wash the slime away with soap, or the creature takes an action to attempt a DC 15 Athetics (Strength) check, escaping on a success. *Failure*: Half damage.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 15 (2d10 + 4) Bludgeoning damage. *Success:* Half damage.

Reactions

Adaptive Mucous. *Trigger*: The scathebeast takes damage. *Response*: As long as the damage is not Force, Psychic, or Thunder, the scathebeast gains resistance to that type of damage until it takes a long rest.

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